

- A Menu at the bottom of the screen displays your options. Each option has a flashing letter or number. To choose, press the appropriate flashing character. In some situations, there is no flashing character. Either hit any key or answer Yes or No, where appropriate.
- Press the f7 key to get a full account of your condition. Repeat until you have seen all the information and are back in normal operating mode.
- Defend yourself with either hand in an Encounter. Press U to switch hands.
- Press R to ready a weapon for use. Follow the prompts.
- Press D to Drop items. This is usually done to make room for new acquisitions, since how much you can carry is limited.
- Press U to Use Potions in your possession. You can't Use Potions during an Encounter.
- Press P to pause the game. Press P again to resume play.
- Press S to save a character. Follow the prompts.

# Datasoft®

19808 NORDHOFF PLACE, CHATSWORTH, CA 91311

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# alternate REALITY®

## The City

Programmed by Philip Price  
Commodore translation by Ron Fortier,  
Jim Ratcliff, and Ken Jordan  
Graphics by Craig Skinner  
Music by Gary Gilbertson  
Documentation by Kathi B. Tremblay

Here's how to use your C-64 computer to enter Alternate Reality. Read the Guidebook before loading the game. It has information you'll need in The City.

### Requirements

- Commodore 64™ computer
- 1541 disk drive
- TV or video monitor
- Joystick
- Blank disk (Character Disk—Optional)
- Alternate Reality—The City game diskettes (2)

**Note:** Do not Write Protect the Character Disk. An elementary copy program is included on Disk 1, Side 1 so you can make backup copies of your Character Disk (see the Character Decision menu).

### Important:

In order to reliably load, save, or back-up a character, please perform the following steps whenever prompted to insert the character disk:

1. Remove the current disk from the drive.
2. Turn the drive off and on, once (with SX-64, press drive reset button).

**Note:** Always be sure the drive is empty before turning it off!

3. Insert your character disk.
4. Continue as prompted on the screen.

## Getting Started

1. Turn off computer, remove cartridges, and connect a joystick (if desired) to Port 1.
2. Turn on the disk drive, insert Disk 1, Side 1 into the drive, and close the door.
3. Turn on the computer. When *READY* appears on the screen, type *LOAD "\*"8,1* and press Return. If the wrong disk is in the drive, the computer asks for the correct one.
4. When the game is loaded, follow the prompts.
5. Once you're familiar with the game, press f7 to bypass the opening scenario. This takes you directly to the *Character Decision* menu.

## Character Decision

The *Character Decision* menu offers five options:

- Hit *N* to become a new person
- Hit *E* to resume an existing one
- Hit *I* to initialize a *Character Disk*
- Hit *T* for a temporary character
- Hit *B* for backup program

Press *I* to initialize a disk to use as a *Character Disk*. As prompted, remove the *Alternate Reality* disk from the drive and insert a blank disk. Press any key to continue.

Press *N* to create a character. Press Return. As prompted, type a character name (up to 31 letters) and press Return. The next prompt is *Verify your name*. Type the name again and press Return. You're prompted to remove the *AR* disk and insert a *Character Disk*. You can store up to four characters on a *Character Disk*, but can only play with one at a time.

Press *T* for a temporary character. Follow the prompts, pressing Return after each response. You can't save this character, but it's useful for getting into the game quickly to look around and get the feel of the game.

Press *E* if you already have a character from a previous venture into *AR*. At the prompt, type the *ID* number corresponding to the name you're using. Type the name (when prompted) and press Return. To return to the *Character Decision* menu, press Return instead of typing a name.

If you make a wrong selection from the *Character Decision* menu, press f3 instead of typing a name. If you make an error when typing a character name, hit Return when the program asks you to verify the name.

Press *B* to make backup copies of your *Character Disk*. Follow the prompts. After selecting from the *Character Decision* menu, you're at the door to enter *The City*.

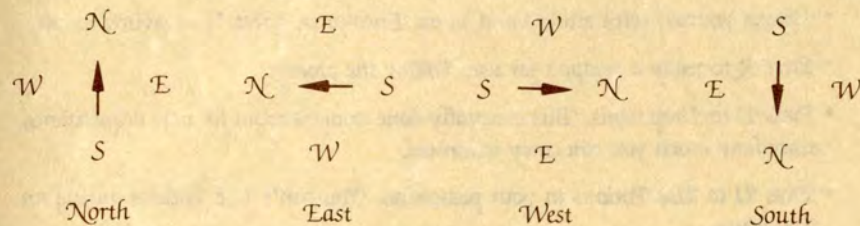
## To Save A Character

Save your character when you're ready to stop playing. Press *S*. You're prompted to remove the *AR* disk, insert the *Character Disk*, and press f7. To play again, reload, select the saved character, and the game resumes at the point you stopped.

**Note:** Save the character to disk or you'll lose it when you turn off the computer.

## Compass

Finding your way around *The City* is simplified by use of a compass, available for purchase at most *Shops* in *The City*. If you buy a compass, press the f7 key until you see it. The direction you're heading will always be topmost on the compass (the arrow always points North):



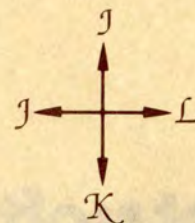
## Joystick Control

The joystick controls physical movement.

- Enter *The City* in the beginning scene by pushing up on the joystick.
- Move Forward by pushing up on the joystick.
- Move Back by pulling down on the joystick.
- To Turn Right or Left, press the Fire button while pushing stick to right or left.
- To Enter a shop or store, push up on the joystick. Follow the prompts. Pull down on the joystick to Exit. It's possible to back through a doorway.

## Keyboard Control

To play without a joystick, use the keyboard commands shown in the diagram below.



- Press *J* (Forward) to enter *The City* in the beginning scene.
- To enter a shop or store, press *J*. Follow the prompts.

You also use the keyboard to interact with business establishments, review and position your belongings, and during *Encounters*.